

## CHAPTER I

### INTRODUCTION

This chapter discusses the background of the study, statement of the problem, hypothesis, purpose of the study, significance of the study, scope and limitation, and definition of the key terms.

#### 1.1 Research Background

Vocabulary is one important thing in learning a foreign language. According to (Thornbury, 2007:16) *without grammar very little can be conveyed, without vocabulary nothing can be conveyed.* Since vocabulary is a vital aspect in language, it appears in every language skill : listening, speaking, reading and writing skill. According to Fatmawati, Usman, and Hastini (2014), anyone will get difficulty in understanding speaking, reading, listening, and writing when they have lack of vocabulary. Thus, vocabulary is key to improve English achievement. The more vocabulary students have the better skill they have.

It might not be impossible to learn a foreign language without mastering vocabulary. There are some factors which make English difficult to learn, namely most of students' lack of vocabularies and lack of motivation in learning since they think English is difficult. According to Huyen (2003), the students feel bored with learning new words by underlining new words in their textbok and forgotten soon, because they have less practice their vocabulary.

In order to deal with the problem in learning vocabulary, using technique in teaching vocabulary is one of important things that makes the students more

interested in learning. This is because technique can deliver information about the material effectively, so the students can understand it easily. According to Wulanjani (2016) there are many methods and techniques to make the English teaching –learning process enjoyable and interesting. One of them is using game. Using game in teaching vocabulary is needed.

Based on the result of the researcher's preliminary study during her internship program, it was found that the students of SMA Islam Batu had difficulties in learning vocabulary. Some students were lazy to find out the meaning of words in the dictionary, they prefer doing the easy way by asking the teacher about the difficult word. In addition, they feel bored to learn or find new vocabulary. The researcher concludes that the game makes students remember vocabulary faster and better unconsciously.

In this study, the researcher would like to apply a game in learning vocabulary. Game is one of the techniques that can make students improve their vocabulary. According to Huyen (2003) game is an effective means to make students feel more comfortable and interested in learning vocabulary. Vocabulary game is one effective of technique that can help students enjoy the learner and make them practice directly. Derakhshan (2015) stated that by using vocabulary games, learning process is going to be more valuable, this method can make vocabulary learning more enjoyable, so it can help students to retain targeted words more quickly. Using games in teaching English can make the students learn joyfully.

There are many kinds of games that can be used as techniques in education like *Snake and Ladder game*, *Crossword puzzle*, *Scrabble*, *Text Twist Game*, so on. In this study, the researcher uses *Text Twist Game* to improve students' vocabulary. *Text Twist Game* is a game where the students arrange the letter and make some words', and this game is a computer game used to learn vocabulary. This game makes the students learn more vocabulary; and it helps them get new vocabulary that they do not know before. According to Damiri (2015), *Text Twist Game* can be played by individual or in small group in order to create cooperation situation. In other word, this game creates a competitive situation, because each of the members of the group tries to make their group the winner.

Based on that phenomenon, the researcher is interested to do an experimental research that focus on the problem of vocabulary, and this research is to know how to improve vocabulary mastery by using *Text Twist Game*.

### **1.2 Statement of the Problem**

Based on the background of the study above, the research problem is formulated as follows : "Does teaching vocabulary by using *the Text Twist game* improve the vocabulary mastery of the 10<sup>th</sup> grade students at SMA Islam Batu ?"

### **1.3 Hypothesis of study**

The hypotesis of this study is stated as follows :

Ha : The *text twist game* improves the students' vocabulary mastery at

SMA Islam Batu

Ho : The *text twist game* does not improve the students' vocabulary mastery at

SMA Islam Batu.

#### **1.4 Purpose of study**

Based on the statement of the problem above, this study is intended to find whether or not *the text twist game* improves the students' vocabulary mastery at SMA Islam Batu.

#### **1.5 Significance of the study**

It is expected that the results of this study give contribution to the following parties. The first is for teachers'. It is hoped that the teachers get additional information, which is useful for the alternative technique to teach vocabulary by using game as a medium in order to motivate the students in the learning process. Secondly, it is expected that the students will be more enjoyable, interested and motivated in improving their vocabulary mastery. Finally, the result of this study is expected to give the benefit to the next researchers who want to conduct a research on other related topics.

#### **1.6 Scope and Limitation**

The scope of the study is focused on the use of the text twist game as a medium in teaching vocabulary. In addition, this study is limited to the 10<sup>th</sup> grade students of SMA Islam Batu. The researcher would take two classes, one class of the students as the experimental group and the other as the control group.

#### **1.7 Definition of the Key Terms**

The following key terms are defined to avoid misunderstanding of those terms.

1. *Text twist game* is a portable computer game in which the players play a word scrambling game and have to assemble words ranging from three to six and

more letters randomly. In this study, text twist game is a game used by researcher to improve students' vocabulary mastery.

2. *Vocabulary* is the knowledge of meaning of words (Hiebert,Kamil (2005:3).
3. *Vocabulary mastery* is an individual's great skill in using words of a language, (Alqahtani, 2015). In this study, students' mastery refers to the students' vocabulary mastery.
4. *SMA Islam Batu*: is the name of a senior high school under investigation, which is located on Mustari Street, number 07, Batu City, East Java.

